

Listing of Claims:

Claim 1: (Currently Amended) A system, comprising:
memory storing a first object ~~and~~, a second object, ~~and a third object~~, the second object configured to define an interactive component for display in an interactive electronic programming guide (EPG), ~~wherein the interactive component includes~~ including localized content and the third object corresponding to content information for display in the EPG; and
a processor configured to generate the interactive EPG by combining the first object, the second object and second objects ~~the third object~~, wherein a layout of the interactive EPG ~~including a display position of the interactive component in the interactive EPG~~ is defined by the first object.

Claim 2: (Previously Presented) The system of claim 1 wherein the system comprises a set-top box, a television, or a VCR.

Claim 3: (Previously Presented) The system of claim 1 wherein the system includes a plurality of drivers, one of the drivers communicating with a separate unit to replenish programming information.

Claim 4: (Cancelled)

Claim 5: (Currently Amended) The system of claim 4 1 wherein the third object includes at least one of a schedule time, channel identification and a title.

Claim 6: (Cancelled).

Claim 7: (Previously Presented) The system of claim 4 wherein the second object is configured to provide non-EPG e-commerce interactivity.

Claim 8: (Previously Presented) The system of claim 1 wherein the first object is selected from a plurality of world objects based on a selected type of programming, wherein each of the

plurality of world objects defines a different EPG layout.

Claim 9: (Previously Presented) The system of claim 8 wherein the first object defines a virtual world and a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.

Claim 10: (Previously Presented) The system of claim 7 wherein the second object is received in real time.

Claim 11: (Previously Presented) The system of claim 1 further including a user interface configured to receive user interaction with the localized content of the interactive EPG.

Claim 12: (Currently Amended) A method, comprising:

selecting a first object configured to define a layout of an interactive electronic programming guide (EPG) displaying content programming information;

selecting a second object including a localized interactive component for display in the interactive EPG; ~~and~~

storing in memory a third object including information associated with current programming events; and

generating the interactive EPG by combining the received first object, the second object, and the third object, and second objects, wherein the layout of the interactive EPG defined by the first object includes a display position of the localized interactive component in the interactive EPG.

Claim 13: (Cancelled)

Claim 14: (Currently Amended) The method of claim ~~13~~ 12 performed by a set-top box, a television system, or a VCR.

Claim 15: (Currently Amended) The method of claim ~~13~~ 12 wherein first object is selected from a plurality of world objects, each of the plurality of world objects configured to define a

different EPG layout for displaying the content programming information.

Claim 16: (Currently Amended) The method of claim ~~13~~12 wherein the third object includes at least one of a schedule time, a channel identification, and a title.

Claim 17: (Cancelled).

Claim 18: (Previously Presented) The method of claim 12 wherein the second object is a non-EPG e-commerce object.

Claim 19: (Previously Presented) The method of claim 18 wherein the first object is selected from a plurality of world objects based on selected programming content.

Claim 20: (Previously Presented) The method of claim 12 wherein the first object defines a virtual world and wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.

Claim 21: (Previously Presented) The method of claim 18 further including receiving the second object in real time.

Claim 22: (Previously Presented) The method of claim 12, further comprising generating a user interface coupled to the EPG and configured to receive user interaction with the localized interactive component.

Claim 23: (Currently Amended) A machine-readable storage medium tangibly embodying a sequence of instructions executable by a processor to perform a method for providing for a 3-D enabled electronic programming guide (EPG), the method comprising:

selecting a first object configured to define a layout of an interactive electronic programming guide (EPG) displaying programming information;

selecting a second object including a localized interactive component for display in the interactive EPG; and

receiving a third object including information associated with a programming event; and
generating the interactive EPG by combining the received-first object, the second object,
and the third object and second-objects, wherein the layout of the interactive EPG defined by the
first object includes a display position of the localized interactive component in the interactive
EPG.

Claim 24: (Previously Presented) The machine-readable storage medium of claim 23 stored in a set-top box, a television, or a VCR.

Claim 25: (Previously Presented) The machine-readable storage medium of claim 24 further including instructions to provide a plurality of drivers, one of the drivers communicating with a separate unit to replenish the programming information.

Claim 26: (Cancelled)

Claim 27: (Currently Amended) The machine-readable storage medium of claim ~~26~~23 wherein the third object includes at least one of a schedule time, channel identification, and a title corresponding to the programming event.

Claim 28: (Previously Presented) The machine-readable storage medium of claim 23 wherein the second object is a non-EPG e-commerce object.

Claim 29: (Previously Presented) The machine-readable storage medium of claim 28 wherein the first object defines a virtual world corresponding to selected content.

Claim 30: (Previously Presented) The machine-readable storage medium of claim 29 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.

Claim 31: (Previously Presented) The machine-readable storage medium of claim 30 wherein the first object is user-selected from a plurality of world objects, each of the plurality of world

objects defining a different layout for displaying the programming information.

Claim 32: (Cancelled).

Claim 33: (Previously Presented) The machine-readable storage medium of claim 23 further comprising receiving the second object in real time.

Claim 34: (Previously Presented) The machine-readable storage medium of claim 33 further including instruction for generating a user interface configured to receive user interaction with the localized interactive component of the interactive EPG.

Claim 35: (New) The system of Claim 1, wherein the interactive component is based on the content information displayed in the EPG.